

TEN VILLAINOUS CHARACTERS

**MUTANT
& M**

TERMINDS

**HERO HIGH
VILLAINS**

**ONLY
IN PDF!**



HERO HIGH VILLAINS

5 OF 10

HERO HIGH VILLAINS

"HA HA HA, JUST LOOK AT YOUR PUNY SELVES!"

2 OF

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HERO HIGH VILLAINS

A GREEN RONIN PRODUCTION

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INTRODUCTION

This *Mutants & Masterminds* supplement offers Gamemasters a total of ten new villains for their *Hero High* game. Each villain features suggestions for variations as well as a trio of villain-appropriate capers. The villains make use of the Attack/Defense trade-off rule to adjust their maximum attack, defense, damage, and Toughness save bonuses. Skills are listed with the number of ranks after the skill name and the total skill bonus listed in parenthesis. For example: Bluff 5 (+8), means the character has 5 ranks of Bluff and a total bonus of +8 when making Bluff checks.

All of the villains are designed to present a certain challenge for a *Hero High* game which is assumed to have a default starting level of PL 8. If the game operates at a higher or lower power level the Gamemaster may wish to increase or decrease the villains' power levels on a one-for-one basis. Each villain has been assigned to one of the three "growth" categories of villains (see *HH* page 91) and Gamemasters should study these categories for additional clues on how to use each villain.

VILLAIN ROLL

The following villains are present in this supplement:

- **The Amazing Presto** – it's magic, baby!
- **Beefcake** – who's bullying who now?
- **The Cat** – the purrr-fect criminal mastermind
- **Headmistress Payne** – welcome to the school of hard knocks
- **Heiress** – wealthy and spoiled beyond belief
- **Plastique** – you never know where she'll strike from
- **The Principal** – who's in charge now, punk?
- **Reverend Grim** – time to bleed for your sins
- **The Tattered Man** – the haunter in dreams
- **Übergeek** – all your heroes are belong to us!

Description

A second-rate magician who discovered a “real” magical outfit, Presto turned to a life of crime to gain the wealth and fame he feels due. As an Age of Innocence Villain Presto just wants to be rich and admired, not rule the world or bargain with infernal powers; his magic is irritating and humorous (although the heroes may not think so) rather than deadly.

Variations and Capers

Add the Impervious extra to the cape’s Protection to increase Presto’s ability to withstand damage; add Conceal and/or Flight as alternate powers to provide additional options. Add Knowledge (arcane lore) and the Artificer and/or Ritualist feats to give Presto additional magic options. Give Presto

low ranks in the Magic power (say 2 or 3) and have the wand provide the remaining ranks to keep the villain from being helpless without the wand.

Give Presto a sidekick such as a magical rabbit or black cat and/or an assistant (perhaps one of the sidekicks from *Instant Superheroes*).



"WATCH ME PULL A HERO OUT OF THIS HAT!"

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	+2	+0	+0
10	14	10	14	10	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+10/+0*	+4	+7	+7

* without cape

Skills: Bluff 6 (+6), Concentration 6 (+6), Escape Artist 4 (+6), Notice 4 (+4), Perform (acting) 2 (+4), Sleight of Hand 6 (+8)

Feats: Ambidexterity, Attack Specialization (wand) 2, Distract (Bluff), Taunt

Powers: Device 6 (magic cape, hard to lose): **Dimensional Pocket 10** (Capacity: 100,000 lbs.), **Protection 10**

Device 4 (magic hat, easy to lose): **Summon Animals 5** (Extras: Broad Type)

Device 6 (magic wand, easy to lose): **Magic 10** (Blast 10; Alternate Powers: **Animate Objects 6** [Power Feats: Progression 2 (5 objects)], **Create Object 10**, **Dazzle 10** [visual senses], **Obscure 5** [all senses in a 100-ft. radius], **Paralyze 10**, **Snare 10**, **Telekinesis 10** [Heavy Load: 12 tons], **Teleport 10** [Extras: Accurate; Flaws: Short-Range], **Transform 5** [humanoids into animals], **Trip 10** [Extras: Knockback])

Combat: Attack +4, +8 (wand), Grapple +4, Damage +0 (unarmed), +10 (blast), Defense +8, Knockback -4, Initiative +2

Totals: Abilities 8 + Skills 7 + Feats 5 + Powers 54 + Combat 24 + Saves 16 = 114

That Wasn’t Supposed To Happen: While fighting the heroes Presto’s magical wand goes awry (it’s probably damaged or overloads) and something odd happens; the heroes are transported to an alternate reality based on a classic work of literature or a game, shrunk to the size of a thumb, cast into another dimension or parallel world, all the adults in the world disappear, etc.

Now You’ve Gone And Done It: Ignorance of true arcane knowledge causes Presto to mess up his latest trick with dire consequences: he opens a portal to a demonic dimension, turns the city populace into zombies, brings all machines to life, etc. Naturally the heroes get to clean the mess up, but they won’t be able to without Presto’s help and the larcenous magician is none too eager to participate.

Captive Audience: Tired of being overlooked as a headlining act, Presto crashes a local televised talent show to force everyone present to watch his act. Of course the heroes won’t stand for this (if additional incentive is needed have one or more of the contestants be students from the heroes’ school or even the heroes themselves), but when they arrive to put a stop to the villain’s antics he’s only too glad to include them in the act.

Description

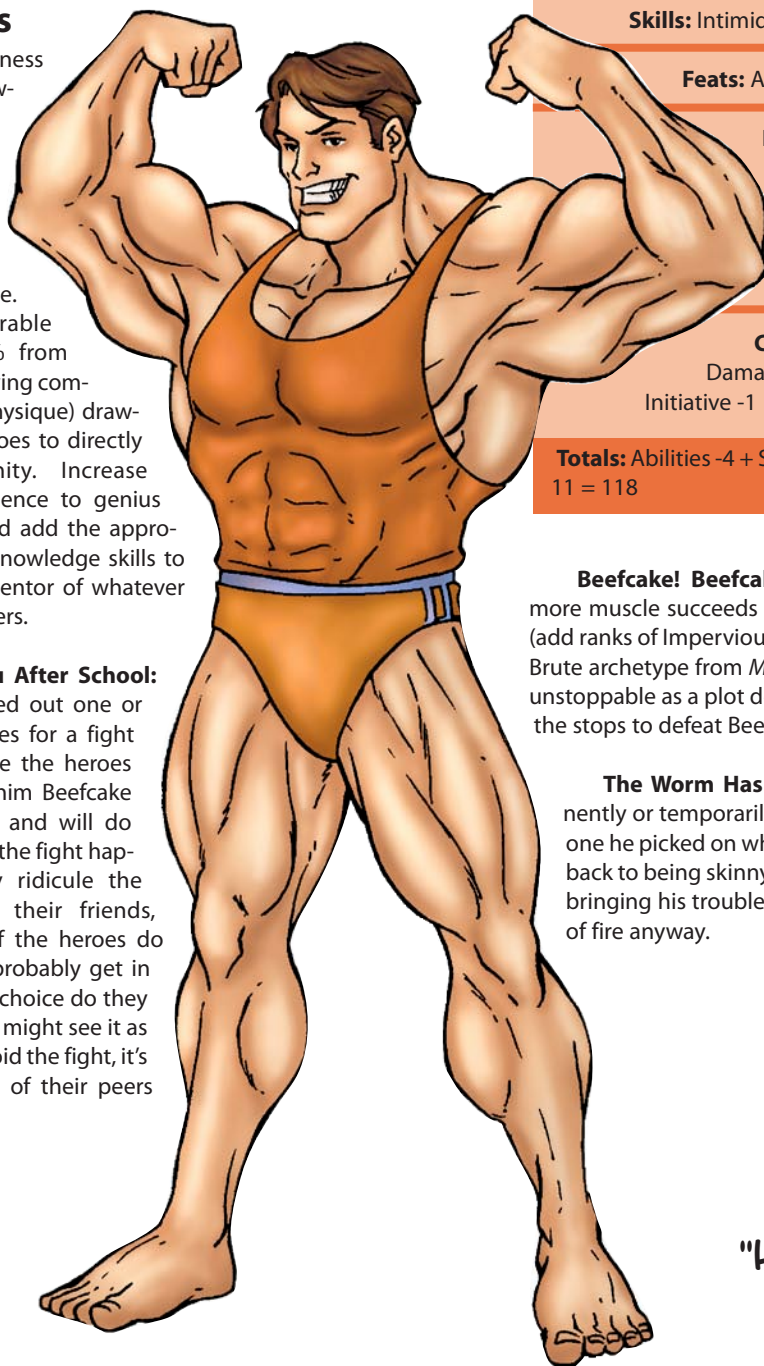
Once a skinny kid always being picked on (maybe even by one of the heroes), Beefcake became a vain, muscle-bound jerk thanks to an advanced gene treatment; he now enjoys bullying others and referring to himself in the third person. As an Age of Innocence villain Beefcake is plenty strong and tough but lacks the intelligence and ruthlessness necessary to be a true villain; he'll knock an opponent down and flex and pose instead of following up.

Variations and Capers

Add the Weakness or Power Loss drawback if Beefcake has to do something (i.e. take a pill, undergo radiation treatment) to maintain his physique. Add the Vulnerable (+50% or +100% from Bluff checks involving complementing his physique) drawback to allow heroes to directly exploit his vanity. Increase Beefcake's Intelligence to genius level or better and add the appropriate Craft and Knowledge skills to make him the inventor of whatever gave him his powers.

I'll Meet You After School:

Beefcake has called out one or more of the heroes for a fight after school. While the heroes can try to avoid him Beefcake is very persistent and will do anything to make the fight happen (i.e. publicly ridicule the heroes, threaten their friends, etc.). Of course, if the heroes do fight him they'll probably get in trouble, but what choice do they have; while adults might see it as more heroic to avoid the fight, it's guaranteed many of their peers won't.



STR	DEX	CON	INT	WIS	CHA
+12/-1	-1	+12/+0	+0	+0	+0
34/8	8	34/10	10	10	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12*	+12	+4	+6

* 10 Impervious

Skills: Intimidate 8 (+8)

Feats: Attack Focus (melee) 2, Power Attack

Powers: Enhanced Strength 26, Enhanced Constitution 24 (Linked Impervious Toughness 10), Immunity 1 (high pressure), Leaping 8 (x500, 4 rounds), Super-Strength 6 (Heavy Load: 90 tons; Power Feats: Bracing¹, Groundstrike, Shockwave)

Combat: Attack +4, +6 (melee), Grapple +24, Damage +12 (unarmed), Defense +6, Knockback -11, Initiative -1

Totals: Abilities -4 + Skills 2 + Feats 5 + Powers 84 + Combat 20 + Saves 11 = 118

¹see Appendix A

Beefcake! Beefcake! An attempt by Beefcake to pack on even more muscle succeeds but sends him over the edge and on a rampage (add ranks of Impervious Toughness and Super-Strength, use the Hulking Brute archetype from *M&M* page 216, or simply have him be temporarily unstoppable as a plot device); the heroes are going to have to pull out all the stops to defeat Beefcake this time!

The Worm Has Turned: Beefcake has lost his muscles (permanently or temporarily) and comes to the heroes for protection; everyone he picked on while big is looking to return the favor now that he's back to being skinny. The heroes don't have to help him but he'll keep bringing his troubles with him so sooner or later they'll be in the line of fire anyway.

"HA HA HA, JUST LOOK AT YOUR PUNY SELVES!"



"BOW BEFORE ME!
ER . . . I MEAN . . . MEEEEOW!"

Description

An evil scientist's mind trapped in feline form, the Cat is works through hypnotized thralls (cat's paws) and takes comfort in the fact there's always someone else to take the fall. As an Age of Innocence villain the Cat likes to think it's still the same old evil genius, but the truth is the villain finds string as fascinating as death weapon design theory, wants a good belly rub as much as to rule the world, and often loses track of complex plans because it's nap time.

Variations and Capers

Add the Sensory Link extra to Mind Control to allow the Cat better control of its thralls from a distance. Make the Cat an evil sorcerer rather than scientist by replacing the villain's scientific skills and feats with Knowledge (arcane lore) and the Artificer and/or Ritualist feat. The Cat's thralls are usually supporting character archetypes (see *M&M* pages 226-229) outfitted with devices of the Cat's design; for a greater challenge add the devices of the Gadgeteer or Battlesuit (see *M&M* pages 226-229). The Cat doesn't actually have to be a cat; the villain could be a dog, monkey, giant squid, etc.

Can I Keep It?: Finally the Cat has found someone worthy of being a tool for its genius, one of the heroes' friends. Can the heroes figure out what's going on before the Cat's project is completed and turns everyone into its mindless slaves?

STR	DEX	CON	INT	WIS	CHA
-4	+5	+1	+8	+4	+0
2	20	12	26	18	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/-1*	+4	+8	+10

* Flat-footed

Skills: Acrobatics 8 (+13), Climb 12 (+8), Computers 8 (+16), Concentration 8 (+12), Craft (chemical) 8 (+16), Craft (electronic) 8 (+16), Craft (mechanical) 8 (+16), Disable Device 8 (+16), Knowledge (life sciences) 8 (+16), Knowledge (physical sciences) 8 (+16), Knowledge (technology) 8 (+16), Stealth 8 (+21, includes +8 due to size)

Feats: Attack Focus (melee) 5, Evasion, Grappling Finesse, Improved Initiative, Instant Up, Inventor, Master Plan, Set-Up, Sneak Attack

Powers: **Device 3** (high-tech collar; hard to lose; *Power Feats:* Subtle); **Electrical Control 5** (*Flaws:* Range [Touch]), **Force Field 9** (*Power Feats:* Subtle)

Leaping 2 (x5), **Mind Control 9** (hypnotic gaze; *Power Feats:* Mental Link, Subtle; *Extras:* Conscious, Instant Command, Duration [Sustained]; *Flaws:* Sense-Dependent [visual]), **Quickness 4** (x25; *Flaws:* Limited to mental tasks), **Shrinking 8** (provides -8 Str, Tiny size; *Extras:* Duration [Continuous]; *Power Feats:* Innate; *Flaws:* Permanent), **Speed 1** (10 MPH), **Super-Movement 2** (Sure-Footed, Slow Fall), **Super-Senses 2** (Low-Light Vision, Scent)

Combat: Attack +6, +11 (melee, includes +2 due to size), Grapple +2 (includes -8 due to size), Damage -4 (unarmed), -2 (unarmed sneak attack), +5 (electrical control), +7 (electrical control sneak attack), Defense +9 (includes +2 due to size), Knockback -3 (includes +2 due to size), Initiative +9

Drawbacks: Disability (no hands, very common, moderate, 4 points)

Totals: Abilities 36 + Skills 25 + Feats 13 + Powers 68 + Combat 22 + Saves 12 – Drawbacks 4 = 172

Wash, Rinse, Repeat: The Cat's standard caper is to have thralls build one or more of its devices and use them to commit crimes. Since the Cat tends to pick weak (read: easily controlled) individuals as its thralls, the villain usually settles for minor crimes such as robbing banks or knocking off catnip shipments. While this doesn't make it a great threat, it often takes the heroes some time to figure out who the actual villain is allowing the Cat to try again and again with new thralls.

The Claws Come Out: Tired of being foiled in its plans the Cat takes matters into its own hands, er, paws; it felines a giant robotic cat bristling with fiendish weapons and lays siege to the heroes' city. Can the heroes stop the Cat or will it turn their beloved home into a litter box?

Description

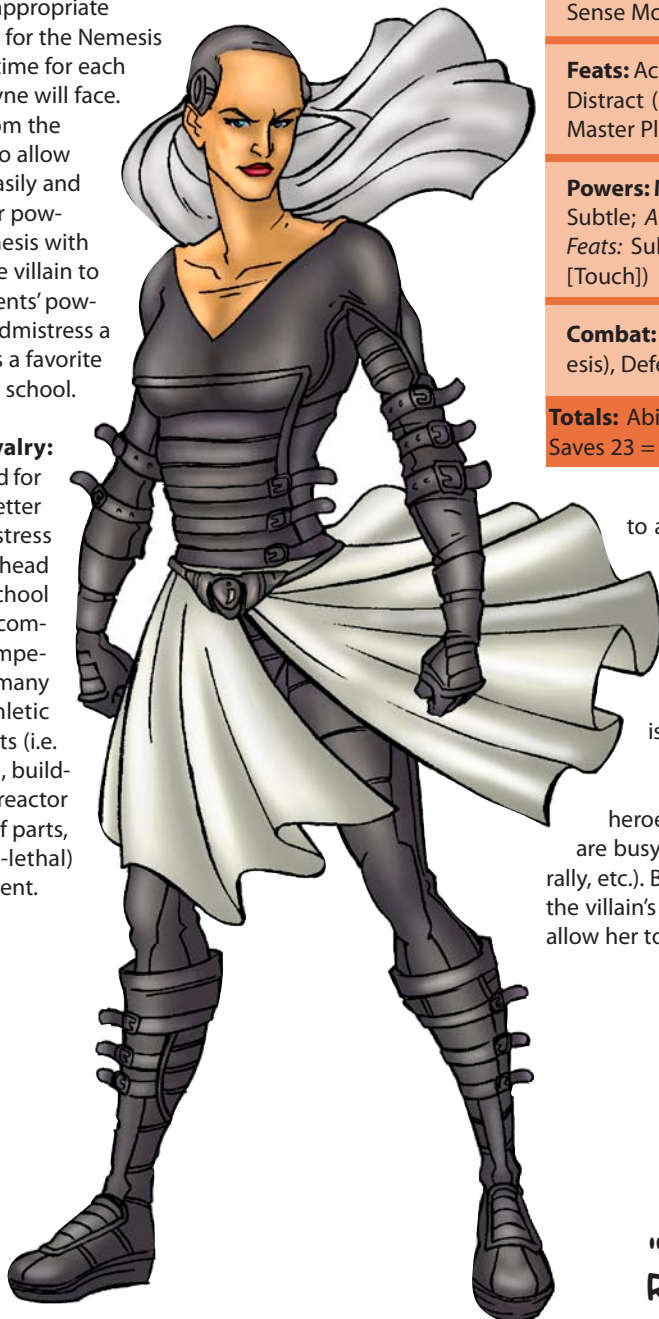
Always on the lookout for new “talent,” Headmistress Payne heads a school for villainous superpowered teens (either independently or as part of some larger villainous organization). As an Age of Escalation villain Headmistress Payne leaves no doubt as to who is in charge; while she prefers to have her students deal with the heroes, when forced to fight she is ruthlessly efficient and willing to do anything necessary to uphold her authority.

Variations and Capers

Determine appropriate power selections for the Nemesis power ahead of time for each of the heroes Payne will face. Remove flaws from the Nemesis power to allow Payne to more easily and quickly adapt her powers. Replace Nemesis with Mimic to limit the villain to imitating opponents’ powers. Give the Headmistress a sidekick, perhaps a favorite student from her school.

School Rivalry:

To settle once and for all who is the better school Headmistress Payne and the head of the heroes’ school agree to hold a competition. The competition could take many forms, from athletic and mental events (i.e. races, strongman, building a cold fusion reactor from off-the-shelf parts, etc.) to a (non-lethal) combat tournament.



STR	DEX	CON	INT	WIS	CHA
+2	+5	+2	+5	+5	+5
14	20	14	20	20	20

TOUGHNESS	FORTITUDE	REFLEX	WILL
+2/+13*	+6	+12	+17

* with Nemesis

Skills: Bluff 10 (+15), Concentration 10 (+15), Diplomacy 10 (+15), Intimidate 10 (+15), Knowledge (tactics) 10 (+15), Notice 10 (+15), Sense Motive 10 (+15), Stealth 10 (+15)

Feats: Accurate Attack, All-Out Attack, Assessment, Defensive Attack, Distract (Bluff, Intimidate) 2, Grappling Finesse, Improved Initiative, Master Plan, Power Attack

Powers: **Mind Reading 13** (Extras: Duration [Sustained]; *Power Feats:* Subtle; *Alternate Powers:* **Mental Blast 6**, **Mind Control 13** [*Power Feats:* Subtle]), **Nemesis 13** (Flaws: Action 2 [Standard], Range 2 [Touch])

Combat: Attack +13, Grapple +18, Damage +2 (unarmed), +13 (nemesis), Defense +13, Knockback -1, Initiative +9

Totals: Abilities 48 + Skills 20 + Feats 10 + Powers 81 + Combat 52 + Saves 23 = 234

Transfer Student: One of Payne’s students no longer wants to attend her school and seeks out the heroes for help. Getting the student “transferred” won’t be easy on many levels and even if they succeed you can bet Mistress Payne won’t forget. Alternately, one of the students at the heroes’ school decides to transfer to Mistress Payne’s school (the Loose Cannon archetype, see *HH* page 29, or Gravity Master, see *HHY*, make excellent candidates). Is it a voluntary transfer or is there more behind it (i.e. blackmail, kidnapping, etc.)?

Homecoming: Payne unleashes her students upon the heroes’ school; the initial assault comes at a time when the heroes are busy doing something else (i.e. holding a dance, graduation, pep rally, etc.). But even as the heroes scramble to deal with Payne’s students the villain’s true plan takes shape: the whole assault is merely a cover to allow her to eliminate the head of the heroes’ school!

"LET ME SHOW YOU HOW TO REALLY USE YOUR POWERS."

Description

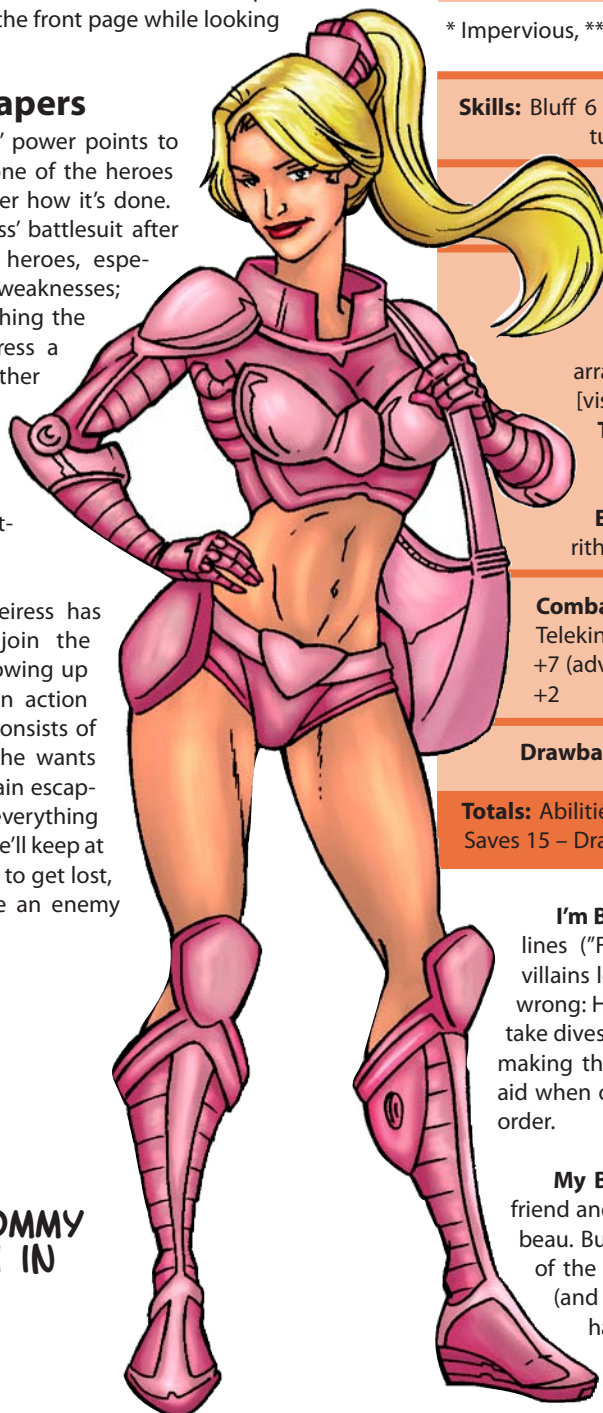
Heiress is rich, spoiled, and wants to be a superhero, buying things like laser cannons, giant robots, and power suits (in midriff-revealing pink with matching purse, of course) so she can fulfill her dream of the moment. Of course she's anything but heroic; Heiress doesn't care about good deeds, only fame. As an Age of Innocence villain Heiress is self-centered rather than evil and her plans go no further than making the front page while looking fabulous.

Variations and Capers

Rearrange her devices' power points to copy the superpowers of one of the heroes so Heiress can show him/her how it's done. Feel free to upgrade Heiress' battlesuit after each encounter with the heroes, especially to eliminate obvious weaknesses; money is no object in teaching the heroes a lesson. Give Heiress a sidekick and/or minions either purchased with cash or drawn to her "fame". Convert device powers to real superpowers from purchased genetic treatments, super-serum, etc.

Joining the Team: Heiress has decided she's going to join the heroes' team; she starts showing up wherever the heroes are in action to "help" them. Her "help" consists of arguing and doing what she wants (usually resulting in the villain escaping) as well as "advice" on everything from tactics to costumes. She'll keep at this until the heroes tell her to get lost, at which point they'll have an enemy for life.

"DID YOUR MOMMY DRESS YOU IN THAT?"



STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	+2	+0	+4
10	14	10	14	10	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+11*/+0**	+5	+7	+5

* Impervious, ** without battlesuit

Skills: Bluff 6 (+10, +14 with Attractive), Knowledge (popular culture) 2 (+4)

Feats: Attractive, Benefit (Wealth, and lots of it), Fascinate (Bluff), Taunt

Powers: **Device 14** (fabulous battlesuit, hard to lose); **Blast 11** (sparkly energy beam; *Power Feats:* Accurate 2 [auto-targeting system, applies to entire array]; *Alternate Powers:* **Create Object 11**, **Dazzle 11** [visual senses], **Snare 11**, **Stun 7** [*Extras:* Range (ranged)], **Telekinesis 11** [*Heavy Load:* 24 tons], **Trip 11** [*Extras:* Knockback]), **Flight 5** (250 MPH), **Protection 3** [*Extras:* Impervious], **Force Field 8** [*Extras:* Impervious; Linked **Enhanced Defense 4** [advanced defensive algorithm]]

Combat: Attack +3, +7 (Blast array), Grapple +3 (+18 with Telekinesis), Damage +0 (unarmed), +11 (blast), Defense +3, +7 (advanced defensive algorithm), Knockback -11, Initiative +2

Drawbacks: Normal Identity (full round, 4 points)

Totals: Abilities 18 + Skills 2 + Feats 4 + Powers 56 + Combat 12 + Saves 15 - Drawbacks 4 = 103

I'm Better Than You: Heiress suddenly begins making headlines ("Fighting Crime and Looking Fabulous") by defeating villains left and right. The heroes rightfully suspect something's wrong: Heiress is hiring the criminals to commit crimes and then take dives. The heroes no doubt want to expose her because she's making them look bad, but they may first have to come to her aid when one of her hired villains decides a change of plans is in order.

My Boyfriend's Back: Heiress is on the outs with her boyfriend and has decided one of the heroes is going to be her new beau. But dealing with Heiress' unwanted attention is only part of the problem for the hero; sooner or later her very jealous (and superpowered) ex-boyfriend is going to show up to have a "talk". Inevitably in the ensuing fracas Heiress and her boyfriend will rediscover their undying love for each other and gang up on the hero.

Description

Plastique works for anyone able to pay her, often another powerful villain such as Mistress Payne or Woundmaker; she's fills such roles as infiltrator, saboteur, spy, enforcer, assassin, thief, and tester, and excels at them all. As an Age of Escalation villain Plastique does whatever is necessary to get the job done, and if that means eliminating some troublesome teens then so be it.

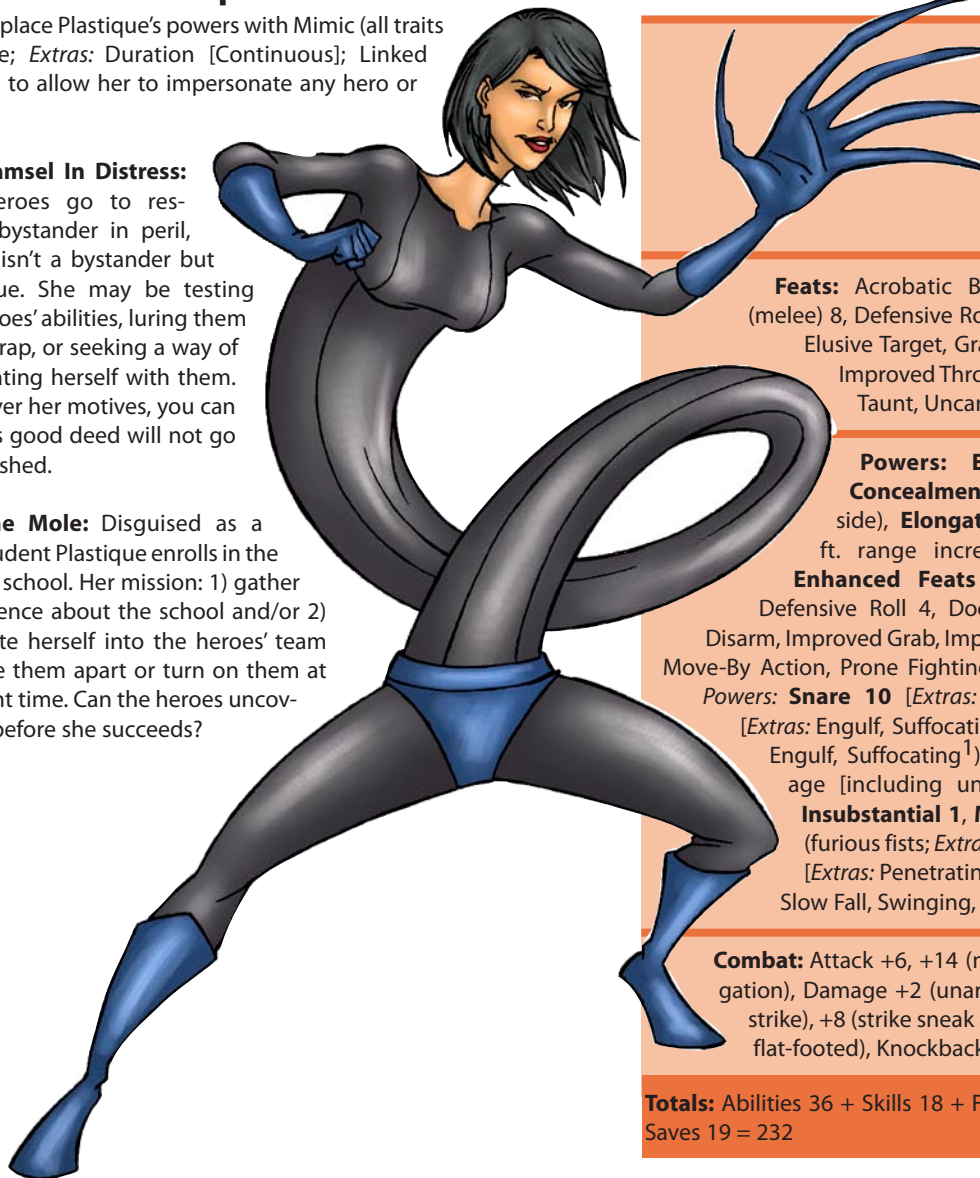
Variations and Capers

Replace Plastique's powers with Mimic (all traits at once; *Extras*: Duration [Continuous]; Linked Morph) to allow her to impersonate any hero or villain.

Damsel In Distress:

The heroes go to rescue a bystander in peril, only it isn't a bystander but Plastique. She may be testing the heroes' abilities, luring them into a trap, or seeking a way of ingratiating herself with them. Whatever her motives, you can bet this good deed will not go unpunished.

The Mole: Disguised as a new student Plastique enrolls in the heroes' school. Her mission: 1) gather intelligence about the school and/or 2) insinuate herself into the heroes' team to drive them apart or turn on them at the right time. Can the heroes uncover her before she succeeds?



STR	DEX	CON	INT	WIS	CHA
+2	+10/+4	+2	+2	+4	+4
14	30/18	14	14	18	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+2*	+8	+15	+12

* flat-footed

Skills: Acrobatics 10 (+20), Bluff 8 (+12), Disguise 0 (+4, +54 with Morph), Gather Information 8 (+12), Intimidate 8 (+12), Notice 8 (+12), Sense Motive 8 (+12), Sleight of Hand 12 (+22), Stealth 10 (+20)

Feats: Acrobatic Bluff, Ambidexterity, Attack Focus (melee) 8, Defensive Roll 2, Distract (Bluff), Dodge Focus 4, Elusive Target, Grappling Finesse, Improved Initiative, Improved Throw, Sneak Attack 2, Takedown Attack, Taunt, Uncanny Dodge (visual)

Powers: **Elastic Form 21** (Permanent); **Concealment 2** (visual; *Flaws*: Limited to one side), **Elongation 4** (50 ft. maximum range; 40 ft. range increment), **Enhanced Dexterity 12**, **Enhanced Feats 20** (All-Out Attack, Chokehold, Defensive Roll 4, Dodge Focus 4, Evasion 2, Improved Disarm, Improved Grab, Improved Pin, Improved Trip, Instant Up, Move-By Action, Prone Fighting, Redirect, Weapon Bind; *Alternate Powers*: **Snare 10** [*Extras*: Constricting¹, Engulf], **Snare 10** [*Extras*: Engulf, Suffocating¹], **Snare 6** [*Extras*: Constricting¹, Engulf, Suffocating¹], **Immunity 10** (bludgeoning damage [including unarmed strikes], ballistic damage), **Insubstantial 1**, **Morph 10** (any humanoid), **Strike 5** (furious fists; *Extras*: Autofire; *Alternate Powers*: **Strike 5** [*Extras*: Penetrating]), **Super-Movement 6** (Slithering, Slow Fall, Swinging, Sure-Footed 2, Water Walking)

Combat: Attack +6, +14 (melee), Grapple +24 (+28 with elongation), Damage +2 (unarmed), +5 (unarmed sneak attack or strike), +8 (strike sneak attack), +10 (snare), Defense +16 (+4 flat-footed), Knockback -4, Initiative +14

Totals: Abilities 36 + Skills 18 + Feats 26 + Powers 105 + Combat 28 + Saves 19 = 232

¹see Appendix A

"YOU JUST CAN'T TRUST ANYONE NOWADAYS."

The Impostor: The heroes discover someone important (i.e. the mayor, the local crime boss, the chief of police, etc.) is actually Plastique. Sure, they could confront the villain, but then they wouldn't know what she's up to and who she's working for now, would they?

Description

The Principal is a disgruntled former administrator or teacher, maybe even from the heroes' school, who has somehow developed the ability to control minds. As an Age of Innocence villain the Principal is no genius and more nuisance than true threat; instead of trying to take over the country he just wants to make students' lives as miserable as they made his.



STR	DEX	CON	INT	WIS	CHA
-1	+0	+0	+1	+2	-1
8	10	10	12	14	8

TOUGHNESS	FORTITUDE	REFLEX	WILL
+0	+2	+2	+10

Skills: Notice 4 (+6), Profession (school administrator or teacher) 6 (+8), Search 2 (+3)

Powers: **Mind Control 9** (Extras: Conscious, Duration 2 [Continuous])

Combat: Attack +0, Grapple -1, Damage +0 (unarmed), Defense +3, Knockback -0, Initiative +0

Totals: Abilities 2 + Skills 4 + Powers 45 + Combat 6 + Saves 12 = 69

Variations and Capers

Add the Subtle power feat to make the Principal's Mind Control harder to detect; add the Mental Link power feat and the Instant Command and/or Sensory Link Extras to allow him to better work behind the scenes. Put the Principal's Mind Control powers into a device (i.e. a high-tech ruler or some such) to give the heroes an easier way to break the villain's hold. Give the Principal a sidekick called either "The Vice-Principal" or "The Disciplinarian" based on a "tough" archetype (i.e. Powerhouse, Bulk, Earth Elemental, or Solid Hero).

New Administration: Posing as a new administrator or teacher the Principal is mind-controlling the staff and faculty of the heroes' school and forcing them to implement all sorts of new policies (i.e. strict dress-code or school uniform, extending the school day or year, canceling extra-curricular activities, truly excessive levels of homework and tests, etc.). The heroes had better put a stop to this before the villain ruins their school.

As Long As You Live Under My Roof . . . The Principal takes control of the students'/heroes' parents, most likely at a PTA meeting or Open House, and has them implement curfews, increase chores, cut allowances, take cellphones, etc.; in short, everything that makes teenagers' lives miserable. The heroes know something's wrong, but what are they going to do about it when they're grounded?

Breaking Up Is Easy To Do: The Principal places some of the heroes' friends under his control. While the villain could use them to attack the heroes directly he's more likely out to create rivalries and break up relationships. Of course, once the heroes catch on to the villain's scheme they'll end up having to fight their friends anyway.

"MESS WITH THE BULL AND YOU GET THE HORNS!"

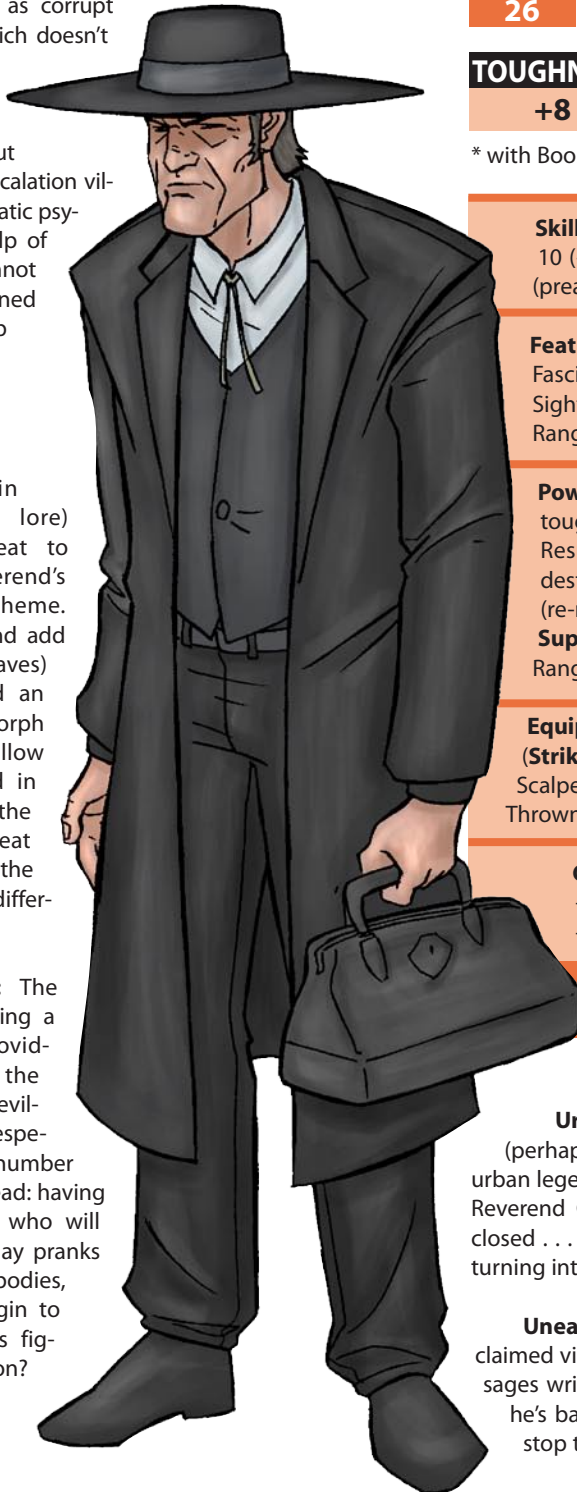
Description

The Reverend is a sociopath who sees the present world as corrupt beyond redemption, which doesn't stop him from fulfilling his divine mission: to save the sinners by literally cutting the evil out of them. As an Age of Escalation villain the Reverend is a lunatic psychopath beyond the help of any psychiatrist and cannot be bargained or reasoned with; the only way to stop him is to destroy him.

Variations and Capers

Add ranks in Knowledge (arcane lore) and the Ritualist feat to strengthen the Reverend's occult/supernatural theme. Remove Constitution and add Immunity (Fortitude saves) to make the Reverend an undead menace. Add Morph (any humanoid) to allow the Reverend to blend in among the sinners. Add the Reincarnation power feat to Resurrection to have the Reverend "reborn" in a different body.

All Hallows Eve: The heroes' school is throwing a Halloween dance providing perfect cover for the Reverend to "save" the devil-worshipping students, especially as there are any number of "talented" students (read: having Illusion/Morph powers) who will be using this time to play pranks on their friends. As the bodies, both real and fake, begin to pile up can the heroes figure out what's going on? Perhaps more importantly, can they get anyone to believe them when they do?



STR	DEX	CON	INT	WIS	CHA
+8	+2	+4	+4	+8	+6
26	14	18	18	26	22

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8	+8	+6	+12

* with Boost

Skills: Intimidate 8 (+14), Knowledge (theology and philosophy) 10 (+12), Notice 4 (+12), Perform (oratory) 10 (+16), Profession (preacher) 4 (+12), Stealth 8 (+10)

Feats: All-Out Attack, Distract (Intimidate), Equipment 2, Fascinate (Perform), Fearless, Fearsome Presence 6, Hide In Plain Sight, Improved Initiative, Inspire, Master Plan, Power Attack, Ranged Pin, Sneak Attack 3, Startle, Takedown Attack

Powers: Immunity 10 (mental effects), Protection 4 (he's tougher than he looks), Regeneration 7 (+5 recovery bonus; Resurrection 1/hour [except when body is completely destroyed]; **Power Feats:** Diehard, Second Chance [death blow (re-roll failed save which results in dying damage condition)]), Super-Senses 7 (Darkvision, Sense Fear [mental; Accurate, Ranged])

Equipment: Handcuffs x3, Little Black Bag (array): Carving Knife (**Strike 2** [Power Feats: Mighty, Improved Critical [19-20], Thrown]), Scalpel (**Strike 1** [Power Feats: Mighty, Improved Critical 2 [18-20], Thrown]), Garrote (**Enhanced Feats 2** [Chokehold, Improved Pin])

Combat: Attack +8, Grapple +16, Damage +8 (unarmed), +10 (carving knife), Defense +10, Knockback -4, Initiative +6

Totals: Abilities 56 + Skills 11 + Feats 23 + Powers 30 + Combat 36 + Saves 12 = 168

¹see Appendix A

Urban Legend: For kicks some of the heroes' fellow students (perhaps including the heroes) follow the instructions of a local urban legend (i.e. "if you stand under the old elm tree and say the name Reverend Grim three times while walking backwards with your eyes closed . . ."). It's all in good fun until those involved in the ritual begin turning into corpses.

Unearthing the Past: 20 years ago a killer called "Reverend Grim" claimed victims seemingly at will, taunting police and heroes with messages written in the victims' blood. Then he simply disappeared. Now he's back and up to his old tricks. Can a new generation of heroes stop the Reverend or is history doomed to repeat itself?

"AND HE SHALL SMITE THE WICKED!"

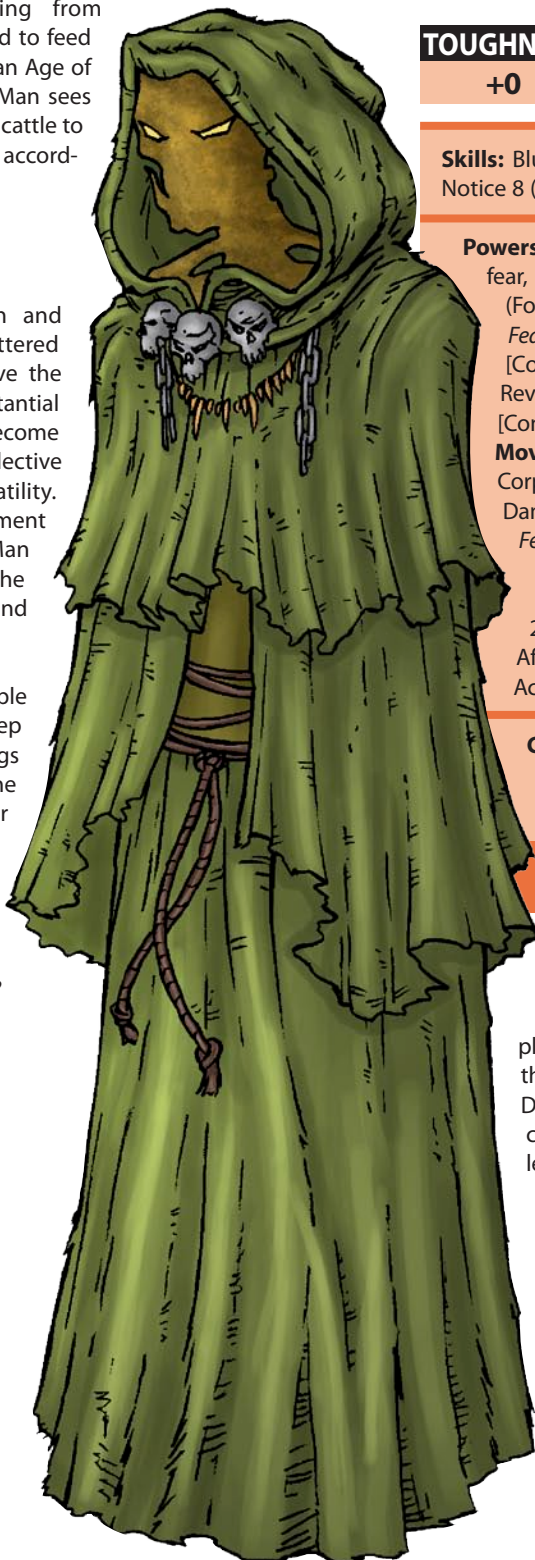
Description

The Tattered Man has haunted the Dimension of Nightmares (see FC page 105) for as long as humans have dreamt, occasionally passing from dreams into the waking world to feed upon his victims directly. As an Age of Maturity villain the Tattered Man sees people as nothing more than cattle to be fed upon and treats them accordingly.

Variations and Capers

Add ranks of Strength and Protection to give the Tattered Man a physical body; remove the Permanent flaw from Insubstantial to continue to allow him to become incorporeal and add the Selective power feat for added versatility. Remove Dimensional movement to prevent the Tattered Man from moving freely between the Dimension of Nightmares and this world.

Don't Go To Sleep: People all over the city are falling asleep and not waking up. Then things go from bad to worse as the "sleepers" begin dying after experiencing horrible nightmares. Can the heroes help a city scared to death of falling asleep, or will they too fall into eternal slumber courtesy of the Tattered Man?



STR	DEX	CON	INT	WIS	CHA
-	+0	-	+0	+18	+8
-	10	-	10	46	26

TOUGHNESS	FORTITUDE	REFLEX	WILL
+0	-	+4	+20

Skills: Bluff 12 (+20), Concentration 12 (+30), Intimidate 12 (+20), Notice 8 (+26), Sense Motive 8 (+26)

Powers: **Emotion Control 15** (aura of fear; *Flaws:* Limited to fear, Range 2 [Touch]; *Extras:* Area [Burst], Aura), **Immunity 35** (Fortitude effects, emotion effects), **Insubstantial 4** (*Power Feats:* Innate, Subtle 2 [he seems so real]; *Extras:* Duration [Continuous]; *Flaws:* Permanent), **Sleep¹ 15** (*Power Feats:* Reversible, Sedation; *Extras:* Alternate Save [Will], Duration 2 [Continuous], Range [Perception]; *Alternate Powers:* **Dimensional Movement 15** [Dimension of Nightmares; *Extras:* Attack¹, Affects Corporeal], **Dream Control¹ 15** [*Power Feats:* Triggered; *Extras:* Damaging], **Dream Travel¹ 15** and **Mind Control 15** [*Power Feats:* Mental Link; *Extras:* Duration 2 (Continuous), Instant Command, Sensory Link; *Flaws:* Limited to successful mental grapple in Dream Travel]), **Super-Movement 3** (Air Walking 2, Dimensional Movement [Dimension of Nightmares; *Extras:* Affects Others¹]), **Super-Senses 7** (Sense Sleeping [mental; Accurate, Extended, Radius, Ranged])

Combat: Attack +0, Grapple - (+20 mental grapple), Damage +15 (dream control), +18 (mental grapple), Defense +6, Knockback -, Initiative +0

Totals: Abilities 32 + Skills 13 + Powers 182 + Combat 12 + Saves 6 = 245

¹see Appendix A

The Sleeping City: The Tattered Man has managed to place the heroes' entire city asleep (with the exception of the heroes, of course), a prelude to his shifting the it into the Dimension of Nightmares. The heroes are the sole people who can stop him but it won't be easy; they'll have to contend with legions of innocent "sleepwalkers" under the villain's control.

The Dreamlands: The Tattered Man has torn a rift between the heroes' city and the Dimension of Nightmares and now things from everyone's worst nightmares are free to prey upon the populace. Can the heroes help stave off the horrors and close the rift or will their city become a living nightmare forever?

"SWEET DREAMS."

Description

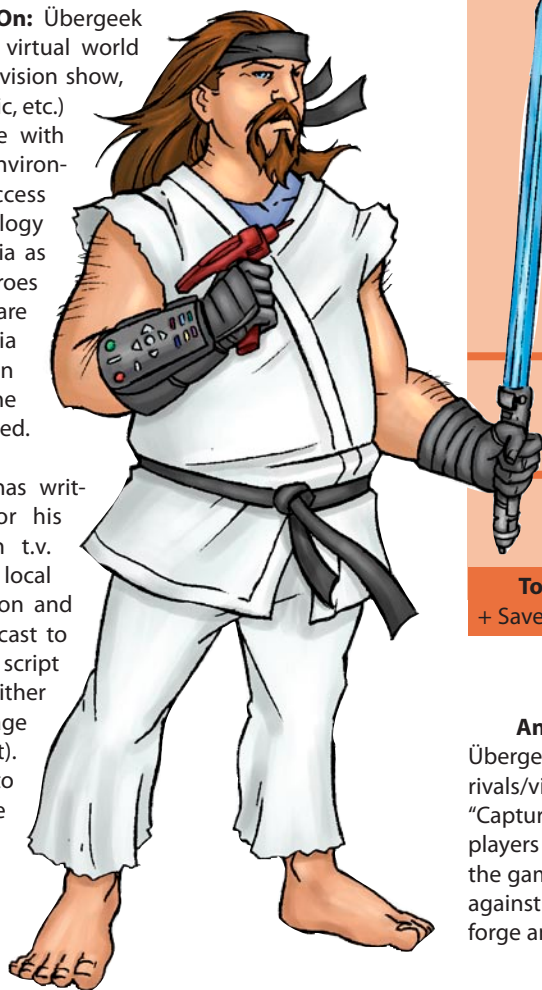
Übergeek is a scientific genius with a particular interest (okay, obsession) in all manner of science fiction and fantasy media; all his devices and capers relate to this interest. As an Age of Innocence villain Übergeek is concerned with proving he is “cool” and “superior” to the heroes rather than committing actual villainous deeds and although he considers himself a true supervillain, he’s really nothing more than comic relief.

Variations and Capers

Give Übergeek additional combat feats/maneuvers (powers) which he has gleaned from all the movies he’s watched. Assign Übergeek one or more vehicles and/or headquarters based on popular media (i.e. starfighter, trick car, giant missile-laden robot, a miniature Doomstar, etc.). For a completely different take remove all of Übergeek’s devices and instead give him the ability to perform any special moves he’s used in video games and powers he’s seen in movies like a modified version of Reflex Memory (see UP page 187).

Let’s See What’s On: Übergeek zaps the heroes into a virtual world or actual media (i.e. television show, video game, movie, comic, etc.) so he can play a game with them. In the virtual environment Übergeek has access to powers and technology appropriate to the media as a plot device. “Killed” heroes (dying or unconscious) are booted from the media and the “game” ends when either Übergeek or all the heroes have been defeated.

Fanfic: Übergeek has written a new episode for his favorite science fiction t.v. show and gone to the local science fiction convention and kidnapped the original cast to have them act out the script at his private “studio” (either an abandoned soundstage or his mother’s basement). It’s time for the heroes to write themselves into the script.



"YOU'RE WRONG! EPISODE 63 WAS THE BEST EVER!"

STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	+10	-1	-1
10	10	10	30	8	8

TOUGHNESS	FORTITUDE	REFLEX	WILL
+10*	+5	+7	+5

* Impervious

Skills: Computers 8 (+18), Craft (electronic) 8 (+18), Disable Device 8 (+18), Knowledge (popular culture) 8 (+18), Knowledge (technology) 8 (+18), Notice 4 (+3)

Feats: Attack Focus (melee) 2, Inventor, Master Plan

Powers: **Device 5** (faster; easy to lose): **Stun 7** (Extras: Range [Ranged]; Alternate Powers: **Blast 10** [Power Feats: Precise], **Blast 10** [overload; Extras: Explosion, Penetrating; Flaws: Range (Touch), Action (Full)], **Disintegration 4**, **Teleport 6** [the secret fifth setting; Extras: Attack¹, Range (Ranged); Power Feats: Progression 3 (1,000 lbs)])

Device 4 (starblade; easy to lose): **Strike 8** (Extras: Penetrating; Power Feats: Improved Critical 2 [18-20], Precise, Thrown)

Device X (wrist remote control; hard to lose): **Summon Media Villains X** (able to summon any villain(s) from any sci-fi or fantasy tv show or movie to create an appropriate challenge for the heroes)

Device 4 (costume; hard to lose): **Force Field 10** (Extras: Impervious)

Combat: Attack +8, +10 (melee), Grapple +10, Damage +0 (unarmed), +7 (faster set to stun), +8 (starblade), +10 (faster set to kill), Defense +8, Knockback -10, Initiative +0

Drawbacks: Weakness (any trivia argument affects Übergeek like the Fascinate feat, common, moderate, 3 points)

Totals: Abilities 16 + Skills 11 + Feats 4 + Powers 43 + Combat 32 + Saves 18 = 124

¹see Appendix A

And A Bag of Chips: Out to prove the heroes aren’t “all that” Übergeek sets up a competition between the heroes and a team of rivals/villains based on first-person shooters. Possible events include “Capture the Flag”, “Team Deathmatch”, and “Deathmatch” with fragged players being teleported out of the arena or respawning depending on the game. Note that the rivals/villains are also likely to be “participating” against their will and if the heroes are clever they just might be able to forge an alliance with their foes to defeat Übergeek.

APPENDIX A

POWER MODIFIERS

Affects Others (+1): This extra, applied to one or more of your movement modes, allows you to take “passengers” along with you, granting them the benefits of your movement mode(s) so long as they are in close-contact with you (or within range, if you add the Range extra to the effect as well). This extra is particularly common for Dimensional and Temporal Movement (often Affects Others and Area).

Attack (+1 or +2): Dimensional and Temporal Movement can apply this modifier, allowing you to send an unwilling target into another dimension or time! Since both options have relatively fixed costs, the GM may allow additional ranks in Dimensional or Temporal Attack to increase the effect’s saving throw DC: 2 power points per additional rank. Like other effects with the Attack extra, these Attacks are touch range by default, making them ranged is a +1 extra and perception range is a +2 extra.

Attack (+0): A Teleport Attack is a standard action and only teleports the target the effect’s normal, rather than extended, range. Targets get a Reflex save (DC 10 + rank) to avoid being teleported, assuming the attack hits. At the GM’s option, you may be able to make an “extended” Teleport Attack; this requires a full-round action and you lose your dodge bonus for one round after making the attack. The target is transported up to the effect’s extended range and disoriented (no dodge bonus) for one round after arrival. Gamemasters should view Teleport Attacks with caution, due to their ability to quickly remove opponents from an encounter.

Constricting (+1): If you successfully bind (not entangle) your target the snare constricts and tightens, inflicting non-lethal damage to the target equal to half the Snare’s rank on each of your rounds.

Suffocating (+1): If you successfully bind (not entangle) a target the snare covers or blocks the target’s breathing passages (see **Suffocation**, *M&M* page 168). Note this is not the same as the Suffocate power.

POWERS

DREAM CONTROL

Effect: Illusion, Limited	Action: Standard (active)
Range: Perception	Duration: Sustained
Saving Throw: Will (see description)	Cost: 3 points/rank

You can project dreams into a subject’s mind while they sleep, causing them to experience whatever you want while they dream. This works like an Illusion effect at your power rank, with the added benefit that most subjects do not tend to disbelieve dreams, since they already know they are not real. The Gamemaster should judge circumstances of disbelief in your crafted dream images accordingly. The dreams are full sensory experiences and seem particularly vivid and realistic (as much as you choose to make them). The dreams you craft are just that, dreams, and have no direct effect on the subject, although troubling dreams may cause loss of sleep or have other psychological effects. The GM may call for a power check or an appropriate skill check (such as Bluff or Intimidate) to measure the effectiveness of any psychological tactics. The superstitious may believe especially vivid dreams are visions, divine guidance, or evidence of possession or other supernatural troubles. To affect a subject, you must either be able to accurately perceive them while they are sleeping, or you must “tag” them with

your power while they are awake (and you can accurately perceive them). So long as you sustain your Dream Control power until the next time the victim sleeps, the power will take hold then and the subject will begin to dream as you direct.

POWER FEATS

• **Triggered:** With this feat you can “tag” a subject (as described previously) without needed to maintain Dream Control; the power activates automatically the next time the subject goes to sleep. You can either pre-program a particular dream sequence or choose to oversee and direct it, as you prefer.

EXTRAS

• **Damaging (+3):** The dreams you craft are so realistic they can actually inflict psychosomatic harm (see the Damaging extra of the Illusion effect for details).

DREAM TRAVEL

Effect: Mind Reading, Limited	Action: Move (active)
Range: Perception	Duration: Sustained
Saving Throw: Will	Cost: 1 point/rank

You can mentally enter the dreams of a sleeping subject, experiencing them as if you were a character within the dream (since, essentially, that is what you become). You must be able to accurately perceive your subject (possibly with an accurate mental sense) and the subject makes a Will saving throw; if successful, you cannot enter the subject’s dreams and must use extra effort to try again during that same sleep period. If the subject’s save fails, you enter the subject’s dreamscape and can remain there as long as you maintain your Dream Travel power. Your physical body remains in a deep trance (like sleep) while you are using Dream Travel.

While in the dreamscape, you can perceive whatever the subject is dreaming, which may give you useful insight into the subject’s psyche (and a +2 circumstance bonus for skill checks like interaction and behavioral sciences). With a successful Bluff check against the target’s Sense Motive check result, you can provoke a particular piece of information from the subject’s mind to manifest in the dream, allowing you to learn it.

You can also engage the dream-self of the subject in a mental grapple (see **Mental Grapple**, *M&M*, page 157) and the dreamer can also attempt to mentally grapple you. A dreamer can choose to eject you from the dream if successful in mentally pinning you. Since a mental grapple can inflict damage, it’s possible for this dream struggle to harm you or your subject.

You retain the use of your mental skills and your mental sensory effects while in a subject’s dream, and they retain the same capabilities. Your other traits are irrelevant and have no bearing on the dream; so even if you “wrestle” a super-strong subject in a dream, it is really a mental grapple and physical strength has no effect. For the power to influence dream “reality” see the **Dream Control** power (previously), or acquire suitable mental powers, particularly Illusion and Mental Blast.

POWER FEATS

• **Sedation:** If you render a target’s dream-self unconscious via mental grappling, you can use this power feat to keep the dreamer from waking (see the Sedation power feat description for details).

EXTRAS

- **Affects Others:** With this extra, you can bring one other person with you into a subject's dream. Apply the Progression power feat to expand the number of others you can bring along with you.

- **Duration:** Sustained Dream Travel may be disrupted (ejecting you from the target's dream) if you are stunned and fail a Concentration check. Continuous Dream Travel lasts until you are ejected from the target's mind by being mentally pinned or rendered unconscious.

FLAWS

- **Feedback:** While in a subject's dream, things in the dream can potentially harm you (other than the subject mentally grappling you). Use your Dream Travel rank in place of your normal Toughness save bonus when making saving throws against this harm, which is generally non-lethal damage.

- **Permanent:** Dream Travel cannot have this flaw; to create a character permanently "trapped" in dream form, either apply a Disability (such as permanent coma, very common, major, -5 points) or create a "dream being" without a physical body: use a permanent Alternate Form, with the Ghost Form version as a guideline.

- **Range:** You can reduce the range at which you can enter a subject's dream; ranged and touch range Dream Travel both require an attack roll (automatic for a touch attack against a sleeping, and therefore helpless, target). You must remain within the power's range to remain in the subject's dream.

SLEEP

Effect: Stun	Action: Standard (active)
Range: Ranged	Duration: Instant (lasting)
Saving Throw: Fortitude	Cost: 3 points/rank

You can cause targets to fall into a deep sleep. If your ranged attack succeeds, the target makes a Fortitude saving throw (DC 10 + Sleep rank). If the save succeeds, there's no effect. If it fails, the target is dazed. If it fails by 5 or more, the target is stunned, and if it fails by 10 or more, the subject falls into a deep sleep. The target makes a new Fortitude check to recover from being dazed or stunned each round. Sleeping targets make recovery checks to wake up only once per hour rather than once per minute, but may be awoken by loud noise (make a Notice check for the subject with a -10 modifier, a successful check means the subject wakes up). Someone taking an aid action can awaken a sleeping character automatically. A sleeping character that takes damage automatically wakes up.

POWER FEATS

- **Reversible:** You can remove the effects of your Sleep power at will as a free action, automatically allowing the target to recover.

- **Sedation:** This modifier keeps subjects put to sleep by your power from being awoken by noise or outside intervention, the subject must make a successful Fortitude save to awaken instead.

EXTRAS

- **Cloud Area:** This modifier is useful for a "sleep gas" or similar effect that covers an area and persists briefly before fading.

- **Duration:** Sustained duration Sleep allows a new save to recover from the daze and stun effects for each interval that passes on the Time Table rather than each round. Continuous Sleep does not allow new Fortitude saves to recover or regain consciousness; the effect lasts until it is countered or the target is awakened in some other way.

POWER FEATS

- **Bracing:** You can use your tremendous strength to brace against the force of an impact. This is an Alternate Power, substituting Immovability for Strength and applying the Sustained duration to the Immovability rather than Permanent (so it can be acquired as an Alternate Power). You gain Immovability with a rank equal to your Strength bonus. Since switching between Alternate Powers is a free action, you generally need some forewarning to brace against an impact (see the Immovable effect for details).

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